

QUICK KEY  
CONTROL GUIDE



# QUICK KEY CONTROL GUIDE


## SPACE FLIGHT CONTROLS

Anticlockwise roll	[<] - or joystick
Clockwise roll	[>] - or joystick
Dive	[S] - or joystick
Climb	[X] - or joystick
Increase speed	SPACE
Decrease speed	[/?]
Front view	[1]
Back view	[2]
Left view	[3]
Right view	[4]

## SPACE COMBAT CONTROLS

Fire laser	[A] - or fire button
Target missile	[T]
Fire missile	[M]
Unarm missile	[U]
ECM	[E]
Energy bomb	[TAB]
Escape capsule	[ESC]
Docking computer on	[C]

## NAVIGATIONAL CONTROLS

Hyperspace	[H]
Intergalactic jump	[G] then [H]
Distance to system	[D]
Cursor cross home	[COPY] or [B]
Cursor cross control	 - cursor keys
Galactic chart	[5]
Local cluster chart	[6]

## TRADING CONTROLS

Launch from station	[1] - only while docked
Buy cargo	[2] - only while docked
Sell cargo	[3] - only while docked
Equip ship	[4] - only while docked
Galactic chart	[5]
Local cluster chart	[6]
Data on system	[7]
Market prices	[8]
Status page	[9]
Inventory	[0]
Find Planet	[F] - only while docked

## GAME CONTROLS

Torus jump drive	[J]
Freeze game	[DEL]
Continue game	[CLR]
Initiate save	[@] - only while docked

## OTHER CONTROLS

Note: These controls can only be used while the game is frozen.

Keyboard recentering toggle	[R]
Keyboard damping toggle	[D]
Keyboard/joystick toggle	[K]
Reverse joystick	[Y] - Y-direction only
Reverse joystick	[B] - both directions
Sound effects off	[Q]
Sound effects on	[S]
Start new game	[1]

The keyboard recentering toggle (R) will disable and re-enable the recentering in roll and dive/climb control. When recentering is enabled, a small amount of climb (or clockwise roll) cancels any dive (or anticlockwise roll) and vice versa.

The keyboard damping toggle D will disable and re-enable the automatic damping of a roll, dive or climb while in keyboard control.

The B-key will reverse both directions of the joystick enabling it to be held either way around. The Y key will reverse the Y-direction only so that pushing the joystick forward will result in a climb and pulling it back will result in a dive; roll will not be affected. The B and Y keys can be used in conjunction.



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